



54-Key Electronic Keyboard



OWNER'S MANUAL

PLEASE READ BEFORE OPERATING THIS EQUIPMENT

Model: KSP1285

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communication. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

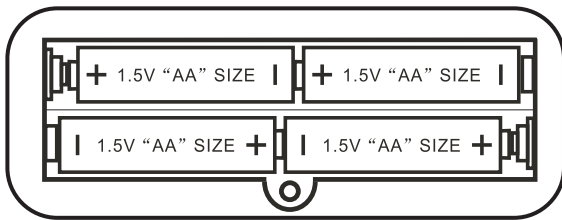
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or experienced radio/TV technician for help.

CAN ICES-3 (B)/NMB-3(B). This Class B digital apparatus complies with Canadian ICES-003. This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

BATTERY INFORMATION

Adult Installation Required

1. Open the battery compartment door on the bottom of the unit by removing the screws with a screwdriver (not included) and lift up.
2. Insert 4 "AA" size batteries (included) following the polarity marked inside the battery compartment.
3. Replace the battery compartment door and the screws.
4. Using a screwdriver, close door.



BATTERY PRECAUTIONS:

Follow these precautions when using batteries in this device:

1. Use only the size and type of batteries specified.
2. Be sure to follow the correct polarity when installing the batteries as indicated in the battery compartment. Reversed batteries may cause damage to the device.
3. Do not mix different types of batteries together (e.g., Alkaline and Carbon-zinc) or old batteries with fresh ones.
4. If the batteries in the device are weak/dead or the device is not to be used for a long period of time, remove the batteries to prevent damage or injury from possible battery leakage.
5. Do not try to recharge batteries not intended to be recharged; they can overheat and rupture. (Follow battery manufacturer's directions.)
6. Do not dispose of batteries in a fire; batteries may leak or explode.
 - Rechargeable batteries are to be removed from the toy before being charged,
 - Rechargeable batteries are only to be charged under adult supervision,
 - The supply terminals are not to be short-circuited.

AC ADAPTER:

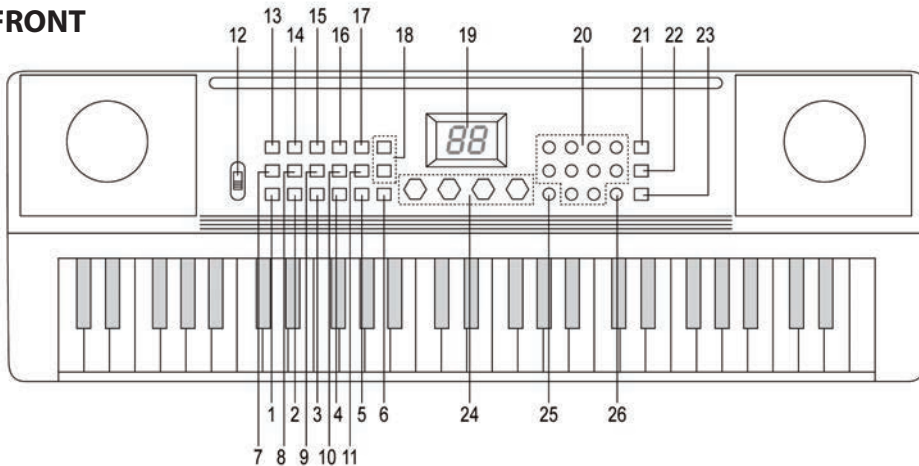
To operate the unit using AC power, connect an AC/DC adapter with DC 6V, 300mA (not included) $\ominus \oplus$ to the unit. Plug the small end into the DC 6V Jack on the bottom of the unit and connect the other end into the AC outlet. The batteries are automatically disconnected when the AC adapter is used.

CAUTION:

Using an AC adapter that does not have the recommended rating may damage the unit. When not using AC power, disconnect the AC adapter from the wall outlet by pulling the plug (not the cord).

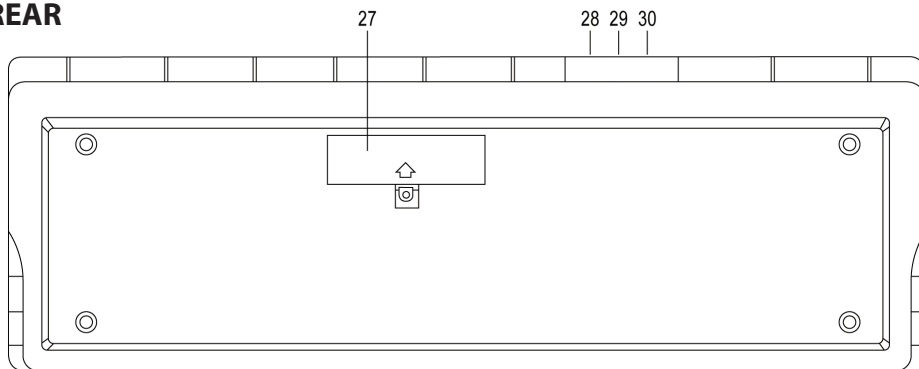
LOCATION OF CONTROLS

FRONT



- | | | |
|----------------------|--------------------------|-------------------------|
| 1. SINGLE Button | 10. SYNC Button | 19. Display |
| 2. FINGER Button | 11. TRANS – Button | 20. Number Buttons |
| 3. FILL-IN Button | 12. Power Switch | 21. TEMPO Button |
| 4. PROGRAM Button | 13. DEMO ONE Button | 22. ACC Button |
| 5. REC Button | 14. RHYTHM Button | 23. CHORD Button |
| 6. PLAY Button | 15. SUS (Sustain) Button | 24. Drum/Cymbal Buttons |
| 7. DEMO All Button | 16. Guide Button | 25. Up + Button |
| 8. TONE Button | 17. TRANS + Button | 26. Down – Button |
| 9. START/STOP Button | 18. Volume +/- Buttons | |

REAR

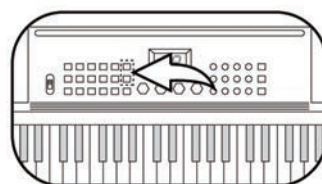
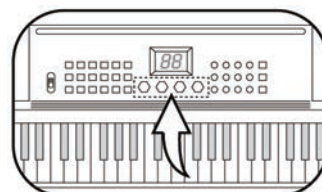
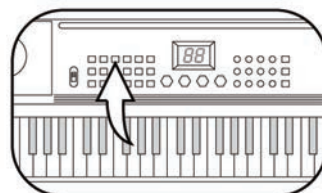
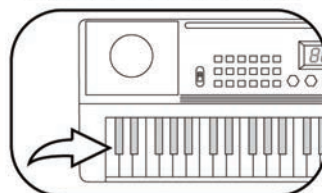
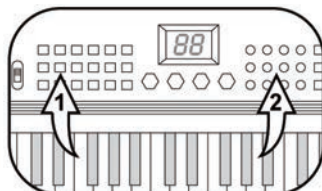
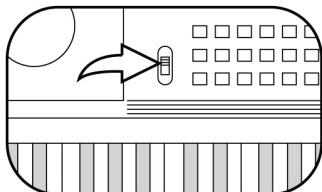
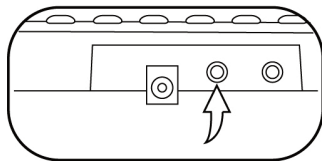


- | | |
|-------------------------|--------------|
| 27. Battery Compartment | 30. MP3 Jack |
| 28. DC 6V Jack | |
| 29. Microphone Jack | |

OPERATION

TO PLAY THE KEYBOARD:

1. If desired, plug a Microphone into the Microphone Jack (rear of unit) so you can sing along.
2. Slide the Power switch to the ON position.
3. Press the TONE button ❶ followed by the Number buttons ❷ to enter the two-digit code of the tone you would like to play. The tones are listed above the keyboard buttons.
4. Play the keyboard as desired.
5. To hear the note's sound a little longer when pressing the keys, press the SUS (Sustain) button; "Su" will appear briefly in the display. To disable sustain, press the SUS (Sustain) button again; "OF" will appear briefly in the display.
6. To hear the drums/cymbals, press one of the four Drum buttons.
7. Press the Volume +/- buttons to adjust the volume; the Volume level will appear in the display.



OPERATION (CONTINUED)

- Press TRANS “+” or “-” button, it displays locomotive state, and adjust the melody. The acquiescent melody is C when the power is on.
- See below for more functions. If you are done playing, slide the Power switch to the OFF position.

RHYTHM:

- Press the RHYTHM button ❶ followed by the Number buttons ❷ to enter the two-digit code of the rhythm you would like to play. The Rhythm list is at the top left of the keyboard (see below).

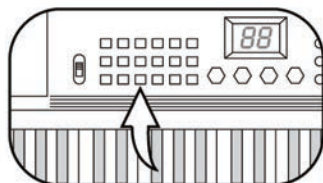
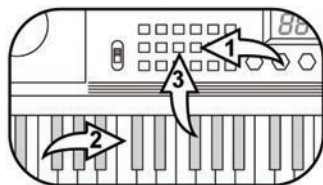
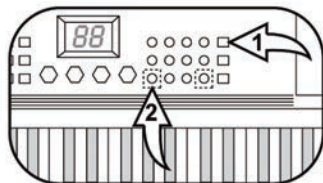
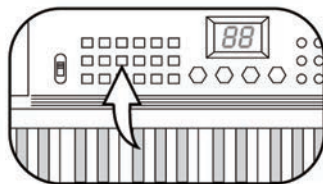
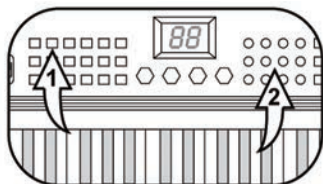
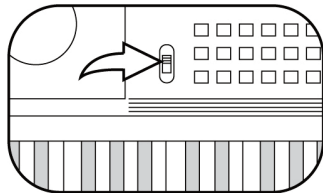
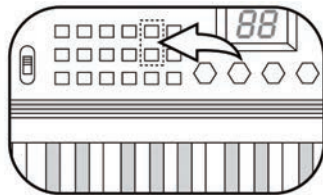
01-07 RUMBA	40-47 MARCH	80-87 LATIN
08-15 POPS	48-55 16 BEAT	88-95 WALTZ
16-23 DISCO	56-63 COUNTRY	96-99 SLOW WALTZ
24-31 POLKA	64-71 ROCK & ROLL	
32-39 BOSSA NOVA	72-79 SWING	

- Press the START/STOP button to play the selected rhythm; press the button again to stop.

- Press the TEMPO button ❶ and then the Up+/Down- buttons ❷ to adjust the speed; the tempo level will appear in the display.

- Press the SYNC button ❶ ; “Sc” will appear in the display. When ready, press one of the keyboard keys ❷ and the rhythm will automatically start. Press the START/STOP button ❸ to stop.

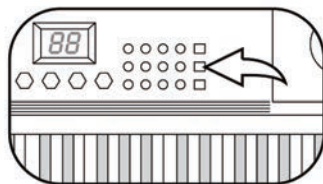
- While the rhythm is playing, you can add variation in the rhythm by pressing the Fill-In button which is useful to insert a fill-in pattern to smoothly lead into the next section. This will insert a short drum fill variation and then continue with the rhythm.



OPERATION (CONTINUED)

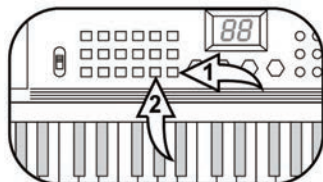
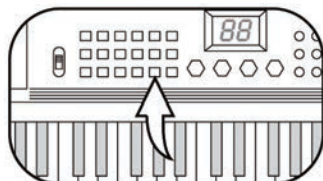
ACC

When playing a rhythm, press the ACC button and then press the +/- buttons to adjust the volume of the accompanist (rhythm); the ACC level will appear in the display.



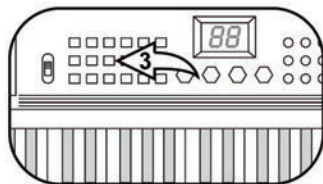
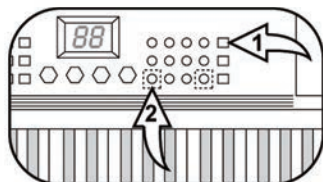
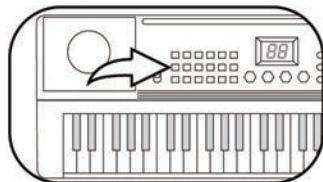
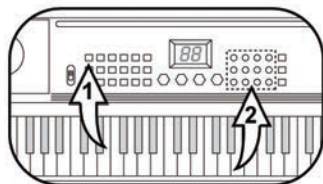
RECORD AND PLAYBACK:

1. Press the REC button to record the notes you play, up to 64; "E" will appear in the display.
2. Press the PLAY button ❶ to stop recording and replay these notes; "Pl" will appear in the display.
3. Press REC button ❷ to turn off the Record function; "Of" will briefly appear in the display.



DEMO SONG PLAYBACK:

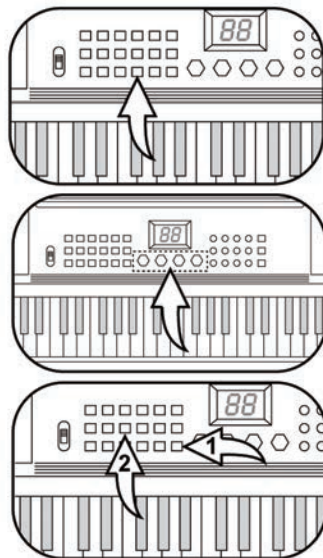
1. Press the DEMO ONE button to playback a demo song. Press it again to stop, third press it to play the next demo song. Or press the DEMO ONE button and then press "+" or "-" or the number buttons to select the demo song. The song list is shown to the right of the display (see beside).
2. Press the Demo All button and all songs will play one after another.
3. Press the Volume +/- buttons to adjust the volume.
4. Press the TEMPO button ❶ and then the +/- buttons ❷ to adjust the speed.
5. Press the TONE button and then the number buttons to change the tone of the demo song.
6. Press the START/STOP button ❸ to stop demo song playback.



OPERATION (CONTINUED)

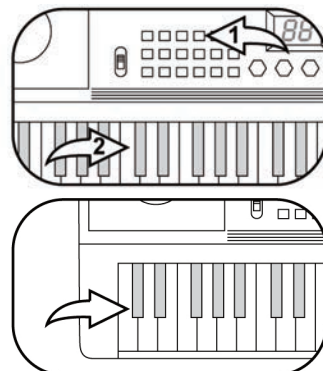
PROGRAM:

1. Press the PROGRAM button.
2. Create a percussion sequence by pressing the four drumbeat buttons (you have at least 16 percussion sounds).
3. Press the PLAY button ❶ to playback the program. It will play continuously until the START/STOP button ❷ is pressed.



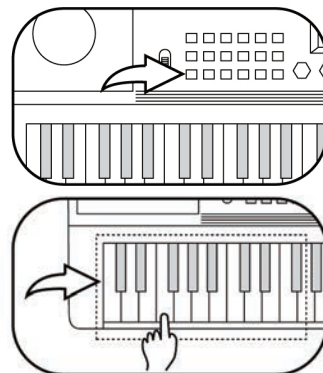
GUIDE:

1. Press the GUIDE button ❶ and then press one of the white keyboard keys ❷ to select the demo song. The leftmost white keyboard key is for the first demo song and so on.
2. This is a one-key-one note function. Press any keys on the keyboard to pretend playing the selected demo song.



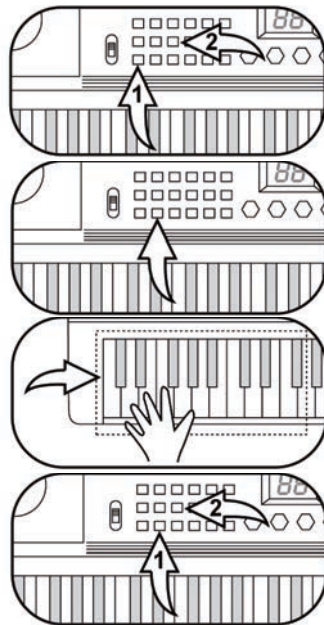
SINGLE CHORD EFFECT

1. While in the Rhythm mode, press the SINGLE button; "Si" will appear in the display.
2. Press one of the 19 leftmost keyboard keys to activate the single chord effect.



OPERATION (CONTINUED)

- Press the SINGLE button ❶ again to turn off the Single effect. Press the START/STOP button ❷ to turn off the rhythm.



FINGER CHORD EFFECT

- While in the rhythm mode, press the FINGER button; "Fi" will appear in the display.
- Press a Finger Chord (see below and the following page for chart) using the 19 leftmost keyboard keys to activate the Finger Chord effect.
- Press the FINGER button ❶ again to turn off the Finger effect. Press the START/STOP button ❷ to turn off the rhythm.

CHORD

Press the CHORD button to stop the function of single chord and finger cord.

	C	C [#]	D	E ^b	E	F
MAJOR (C)						
MINOR (Cm)						
DOMINANT 7th(C7)						
MINOR 7th (Cm7)						
MAJOR 7th (Cmaj7)						
DIMINISHED (Cdim7)						
AUGMENTED (Caug)						
6th (C6)						
MINOR 6th (Cm6)						

OPERATION (CONTINUED)

	F [#]	G	A ^b	A	B ^b	B
MAJOR (C)						
MINOR (Cm)						
DOMINANT 7th(C7)						
MINOR 7th (Cm7)						
MAJOR 7th (Cmaj7)						
DIMINISHED (Cdim7)						
AUGMENTED (Caug)						
6th (C6)						
MINOR 6th (Cm6)						

MP3 PLAYER:

To listen to your MP3 player while playing the keyboard, simply connect it via a standard audio cable (not included) to the MP3 Jack on the rear of this unit.

PRECAUTIONS

- If using an AC power source, connect keyboard to the power supply before playing, then turn on the switch. After playing, turn off the switch and then remove the power supply.
- If unit will not be used for a long time, the batteries should be removed from the battery compartment to avoid battery leakage and keyboard damage.
- Avoid exposure to heat, because extreme heat will cause mechanical and electrical damage to the keyboard.
- Prevent liquid, dust or small particles from getting inside the keyboard, especially metal parts. The keyboard should be covered after playing.
- Do not use paint, alcohol thinner, or similar chemicals to clean the keyboard case because chemicals will damage the finish of the keyboard. Mild cleaning agents can be applied to a soft cloth to clean the keys.
- Do not drop or apply excessive pressure to the keyboard, because it may damage the inner parts of the keyboard, causing malfunctions or even breakage of the casing.
- When carrying and transporting, protect the keys and function buttons to avoid damage.